09/937777

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Satoru OUCHI

Application No.: U.S.   National   Stage   of
PCT/JP01/01070

Filed: October 1, 2001   Docket No.:   110700

For: GAME APPARATUS, STORAGE MEDIUM, TRANSMISSION MEDIUM AND
       COMPUTER PROGRAM

PRELIMINARY AMENDMENT

Director of the U.S. Patent and Trademark Office
Washington, D. C. 20231

Sir:

        Prior to initial examination, please amend the above-identified application as follows:

IN THE CLAIMS:

        Please replace claims 6, 9, 10, 16, 18, 27 and 29 as follows:

        6. (Amended) The game apparatus as claimed in claim 1, further comprising: a

switching section for switching between the game image data generated by the first

generating section and the game image data generated by the second generating section, to

output either the game image data generated by the first generating section or the game image

data generated by the second generating section.

        9. (Amended) The game apparatus as claimed in claim 1, further comprising: an

adjusting section for adjusting a brightness of the game image data generated by the second

generating section, on the basis of the game image data generated by the first generating

section.

10. (Amended) The game apparatus as claimed in claim 1, further comprising: an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

16. (Amended) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising: a switching program code of switching between the game image data generated by the first generating program code and the game image data generated by the second generating program code, to output either the game image data generated by the first generating program code or the game image data generated by the second generating program code.

18. (Amended) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising: a program code of adjusting a brightness of the game image data generated by the second generating program code, on the basis of the game image data generated by the first generating program code.

27. (Amended) The computer program as claimed in claim 22, the computer program further comprising a program code for performing: a switching means for switching between the game image data generated by the first generating means and the game image data generated by the second generating means, to output either the game image data generated by the first generating means or the game image data generated by the second generating means.

29. (Amended) The computer program as claimed in claim 22, the computer program further comprising a program code for performing: an adjusting means for adjusting a
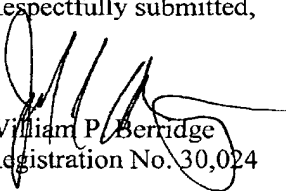
brightness of the game image data generated by the second generating means, on the basis of

the game image data generated by the first generating means.

REMARKS

Claims 1 - 29 are pending. By this Preliminary Amendment, claims 6, 9, 10, 16, 18,

27 and 29 are amended to remove multiple dependencies. Prompt and favorable examination

on the merits is respectfully requested.

The attached Appendix includes marked-up copies of each rewritten claim (37 C.F.R.

1.121(c)(1)(ii)).

Respectfully submitted,

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APPENDIX

Changes to Claims:

The following are marked-up versions of the amended claims:

6. (<u>Amended</u>) The game apparatus as claimed in ~~any one of claims 1 to 5~~ <u>claim 1</u>, further comprising: a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

9. (<u>Amended</u>) The game apparatus as claimed in ~~any one of claims 1 to 8~~ <u>claim 1</u>, further comprising: an adjusting section for adjusting a brightness of the game image data generated by the second generating section, on the basis of the game image data generated by the first generating section.

10. (<u>Amended</u>) The game apparatus as claimed in ~~any one of claims 1 to 9~~ <u>claim 1</u>, further comprising: an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

16. (<u>Amended</u>) The storage medium having the program recorded thereon, as claimed in ~~any one of claims 11 to 15~~ <u>claim 11</u>, the program further comprising: a switching program code of switching between the game image data generated by the first generating program code and the game image data generated by the second generating program code, to output either the game image data generated by the first generating program code or the game image data generated by the second generating program code.

18. (Amended) The storage medium having the program recorded thereon, as claimed in ~~any one of claims 11 to 17~~ claim 11, the program further comprising: a program code of adjusting a brightness of the game image data generated by the second generating program code, on the basis of the game image data generated by the first generating program code.

27. (Amended) The computer program as claimed in ~~any one of claims 22 to 26~~ claim 22, the computer program further comprising a program code for performing: a switching means for switching between the game image data generated by the first generating means and the game image data generated by the second generating means, to output either the game image data generated by the first generating means or the game image data generated by the second generating means.

29. (Amended) The computer program as claimed in ~~any one of claims 22 to 28~~ claim 22, the computer program further comprising a program code for performing: an adjusting means for adjusting a brightness of the game image data generated by the second generating means, on the basis of the game image data generated by the first generating means.